## **UST/AST Submittal Checklist**

## Submitted Documents to include the following information:

UST Construction permit: Removal	
	Dimensioned site plan that includes tank location, property line, street names, and any hazards such as electrical or nearby buildings.  Applicants ADEQ decommissioning ID.  Number of tanks including size and material.
US <sup>-</sup>	Γ Construction permit: Install
	Construction plans (24 x 36) including tank manufacturer and tank manufacturer spec sheets.  Dispenser manufacturer and dispenser manufacturer spec sheets.  Piping manufacturer and piping manufacturer spec sheets.  Monitoring system manufacturer and monitoring manufacturing spec sheets.  Applicants ADEQ install and retrofit ID.
UST Construction permit: Modification	
	Description of exact work to be performed.  Manufacturer of equipment and manufacturer spec sheets.  Applicants ADEQ ID.  Construction permit: Reline
	Reasoning why the reline is necessary.
	Dimensioned site plan including the location of the tank and adjacent structures, streets, and property lines.
	Location of the barrier fence around the excavation site shall also be included.
	Barcol Hardness test to be performed. Results shall state the specified UST tank is permitted to be relined.
	Letter from the reline product manufacturer stating the product is acceptable to use as reline material for the specified UST tank.
	Contractor license number and UST certification number that has been approved by the

## Site layout with location of tanks. Manufacturer of tanks, type of tanks (steel, fiberglass, double wall, etc.). Number of tanks, size of tanks, products in tanks. Date of install. List of major repairs or leaks. AST Construction permit: (New) Applicants contractor's license number. Site layout with location of tank, closest street(s), and any potential problems with vehicle impact. Manufacturer of tank including manufacturer spec sheet.

Operational permit: Flammable and combustible liquids

□ Location of emergency shut off distance measurements.